

**AMENDMENTS TO THE SPECIFICATION:**

Replace paragraph [0001] on pages 1 and 2 with the following amended paragraph:

A1  
[0001] This application is related to co-pending United States Patent Application Serial Number 09/637,880 (~~Attorney Docket No. NC30512~~) filed on August 15, 2000, entitled Remotely Commanded Entities for Wireless Terminals (abandoned); co-pending United States Patent Application Serial Number 09/872,445 (~~Attorney Docket No. NC30538~~) filed on June 1, 2001, entitled System and Method for Interactive Entity Communication (abandoned); co-pending United States Patent Application Serial Number 09/872,460 (~~Attorney Docket No. NC30539~~) filed on June 1, 2001, entitled System and Method for Entity Communication of Advertisements (abandoned); co-pending United States Patent Application Serial Number 09/872,444 (~~Attorney Docket No. NC30540~~) filed on June 1, 2001, entitled System and Method for Entity Discovery (abandoned); co-pending United States Patent Application Serial Number 09/872,408 (~~Attorney Docket No. NC30541~~) filed on June 1, 2001, entitled System and Method for Entity Personalization (abandoned); co-pending United States Patent Application Serial Number U09/892,344 (~~Attorney Docket No. NC30556~~) filed on June 26, 2001, entitled System and Method for Implementing Entity Bookmarks; co-pending United States Patent Application Serial Number 09/893,123 (~~Attorney Docket No. NC30557~~) filed on June 26, 2001, entitled System and Method for Entity Programming; ~~co-pending United States Patent Application Serial Number 09/894,163 (Attorney Docket No. NC30575) filed on June 26, 2001, entitled System and Method for Interpreting and Commanding Entities;~~ co-pending United States Patent Application Serial Number 09/892,817 (~~Attorney Docket No. NC30576~~) filed on June 26, 2001, entitled System and Method for Entity Visualization of Text Messages; and co-pending United States Patent Application Serial Number 09/892,818 (~~Attorney Docket No. NC30577~~) filed on June 26, 2001, entitled Entity Reply Mechanism; ~~co-pending United States Patent Application Serial Number (Attorney Docket No. NC30578) filed on June 26, 2001, entitled System and Method for Entity Optimization;~~ all of which are assigned to and commonly owned by Nokia, Inc, and are herein incorporated by reference.

Replace paragraph [0060] on page 13 as follows:

A2 [0060] In an embodiment of the present invention, the state of mind 222 may be implemented as a database. Such a database may include a set of facts or values that define characteristics such as age, color, date, time, etc. and may be used in countless ways for entity expression. For example, an entity 202 may include a state of mind 222 that defines the entity as always being sad on Mondays. If the entity ~~the~~ receives a facial expression command telling it to express happiness, for example, the SMILE command, the state of mind 222 may override that command and replace the entity's expression with a sad expression, for example by issuing the CRY command. In another example, a date-associated media clip such as the tune "Happy Birthday" might be included with an entity 202 and invoked on an entity-enabled device on a user's birth date. Any number of variations on this theme may be implemented through the state of mind 222.

Replace paragraph [0074] on page 17 as follows:

A3 [0074] In an example ~~embodiment~~ embodiment of the present invention, a set of terminology may also be defined to refer to the language of ~~entites~~ entities and their commands. For example, MoMoTalk may be defined as a language that users may use to create MoMoTalking for communication with a Mascot. MoMoTalk includes MoMo commands, or entity commands. A MoMo command is a single command from the set of available MoMoTalk or entity commands. Some examples of MoMoTalk commands may include JUMP, DRINK. The effect of entity commands such as MoMoTalk commands on the display of an entity-enabled device are shown in FIGs. 5-8, which are described more fully below. MoMoTalking may be defined as an SMS message that contains MoMoTalk. The MoMoTalk that a Mascot sends and/or receives may be called MoMoTalking. The way that a user communicates with a Mascot may also be called MoMoTalking.